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6	283	((Locument\$1 OR file\$1 OR information OR data OR content\$1 OR media OR multimedia OR audio OR music OR video OR visual OR program\$5)	USPAT	2003/07/28 03:54
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5734719

DOCUMENT-IDENTIFIER: US 5734719 A

See image for Certificate of Correction

TITLE:

Digital information accessing,

delivery and production

system

----- KWIC -----

Abstract Text - ABTX (1):

A digital data on-demand turnkey system at a customer premise wherein N

number of sewers provide for 100% of content distribution of remotely stored

digitized information, which information may be previewed in real-time, and

product incorporating selected digitized information can be manufactured

on-site and within a short response time to a customer's request at a point of

sale location. In a retail environment customers, at a point-of-sale location

are able to exhaustively search and preview the content database using

graphics-based touch screens at consumer kiosks. Previews including audio and

video segments are made available. Prompting screens allow customers to make

purchasing decisions by stipulating content which is available from any number

of categories of subject matter including music. The selected media for the

manufacture and production of the digital data may be from a myriad of

different selections and can include CD's, cassette tapes, CD ROM technology,

reel-to-reel tapes, and video disks, as an example. A master server will be

situated geographically so as to be accessible to chain and network subservers.

Its geographic and networked location is dependent upon communication network $% \left(1\right) =\left(1\right) +\left(1$

systems and subsystem costs and availability in order to best serve a

customer's premise, whether it be a retail store or similar point-of-sale or

other end-user location. **Security** mechanisms that require centralized database

authorizations prior to the $\underline{\text{transmission}}$ of content and/or the manufacture of

any of the products is provided in addition.

Brief Summary Text - BSTX (4):

The present invention relates to the field of $\underline{\text{data}}$ storage, $\underline{\text{data}}$

communication, review and **controlled** production of **information**, and in

particular to a system for <u>accessing</u> digital <u>information</u>, including audio and

video information, at remotely stored locations and for communicating in

real-time that <u>information</u> to a user's premise or a point-of-sale for

reproduction of the communicated <u>information</u> in a material object for end-user use.

Brief Summary Text - BSTX (17):

The selected **media** for the manufacture and production of digital and analog

software may be from a myriad of different selections and can be accomplished

on digital $\underline{\text{media}}$ such as CD's, analog technology such as cassette tapes, CD ROM

technology, reel-to-reel tapes, game cartridges, <u>video</u> disks of varying sizes,

sheet <u>music</u>, floppy <u>disks</u> and can include <u>content which is</u> audio, such as voice

or <u>music</u>, <u>video</u>, interactive game <u>program</u> and cartography, just to mention a few.

Brief Summary Text - BSTX (18):

Since the system is adaptable to having an unlimited number of servers,

strategic and economic networking can be accomplished to allocate

proportionally the preview material as well as the total content of a specific

work at the respective servers depending, in particular, on the popularity and

the costs. A master <u>server will be situated geographically</u> so as to be

accessible to chained and networked subservers. Its
geographic and networked

location is dependent upon communication network systems and subsystems costs

and availability in order to best serve a customer's premise, whether it be a

retail store or similar point-of-sale or other end-user location. The strategy

of allocating between the servers, the content for preview and for the final

manufacturing process for a particular work, is strategized in order to

eliminate the need for any in-store inventory of an artist's composition

regardless of format. In essence, every album in every particular label's

catalog will be available in any format and the retailer will never have a

condition of being out of stock. The retailer will be able to utilize floor

space to maximize merchandising and need not feel the burden of inventory drag.

Brief Summary Text - BSTX (20):

Both the retailer and the label companies are and have been specially

interested in the ability to protect the myriad of proprietary rights which the

artists, the labels and others have through copyright protection and/or

licenses. The present inventive system provides for **security** mechanisms that

require centralized database authorizations prior to the transmission of

content and/or the manufacture of any of the products. In addition, the system

simplifies the financial and accounting aspects and will reduce, if not totally eliminate, pilferage of items within the store at the point of sale.

Brief Summary Text - BSTX (24):

In the above mentioned way, the present invention provides an effective

means for <u>accessing</u> remotely <u>stored information</u> at strategically located server

locations adapted to communicate and transmit **content** information to a customer

premise in real time and in such a manner so as to be able to manufacture media

incorporating the transmitted <u>information</u>, while maintaining the integrity and

providing accountability of the communicated and networked information to

provide on-demand and real time customer satisfaction.

Detailed Description Text - DETX (5):

An important aspect of streaming $\underline{\text{data}}$ between the end stations is for the

data to be streamed so that it can be presented so as to reproduce whatever the

recorded <u>information</u> is at the proper reproduction rate so that the <u>individual</u>

using it or looking at it or listening to it can not distinguish whether or not

the recorded version is being played back from a local media, such as a video

tape or compact **disc**, or if the individual is witnessing it being played back

remotely and transmitted through a network. The bits of information have to be

delivered to the preview or manufacturing device at a rate required by that

device to recreate faithful reproduction of the original recording.

Detailed Description Text - DETX (23):

Being able to give the appearance of having 100% of the data content

locally, camouflages having servers physically disbursed

throughout a

geographic area regardless of size. It is evident that through implementation

of this inventive concept, <u>directory</u> service <u>control</u> function can <u>control</u> all

the different Customer Premise sites to decide from where to access and obtain

the **content data**. This control structure still relies on having all the data

server sites connected by an ATM backbone to accomplish the necessary network.

Detailed Description Text - DETX (31):

FIG. 4 is an exemplary uniprocessor system $\underline{\text{data}}$ server just like a standard

personal computer IBM PS/2 Model 95 with a single processor 402 connected

through a fast bus 406 to some amount of memory 404, a redundant array of

independent $\underline{\text{disks}}$ (RAID) 416, SCSI buss 406 to hang storage units 412 on and

connecting line 410, then some sort of I/O 414 which represents things like communications adapters.

Detailed Description Text - DETX (53):

Accounting Server--a set of computer **programs** which can and typically do

serve as the central point of **control** within a **store**.

These programs provide

the central data base for all orders originating in a store, perform all

financial accounting (related to orders placed through this system) for a

store, and perform all <u>authorization interchanges with the Authorization</u>

Server.

Detailed Description Text - DETX (54):

<u>Authorization Server</u>—-a set of computer programs which makes decisions,

authorizing or denying approval to manufacture a product.

Detailed Description Text - DETX (62):

Item--a manufactured product or work, suitable for purchase. As an example, it is that which a customer might procure in a traditional purchase. It includes primarily the media on which the information is recorded plus secondary materials such as a case, labels, pamphlets, case liner, etc. In an exemplary retail system, an item would be a compact disc, a cassette tape or electronic video games contained in a package along with appropriate labels and

Detailed Description Text - DETX (63):

Line Item--a record description of a single work, in some quantity, which is to be purchased. A Line Item consists of one or more identical Items. In addition to a count of the number of copies desired, is an indication if compact <u>disc</u> or cassette tape is to be used as the recording media.

Detailed Description Text - DETX (78):
 op.sub.-- approved--the message sent from the

Authorization Server to the

Accounting Server when an Item is approved for manufacturing.

printed materials.

Detailed Description Text - DETX (81):
 op.sub.-- denied--the message sent from the

Authorization Server to the
Accounting Server when an Item is not approved for manufacturing.

Detailed Description Text - DETX (82):
 op.sub.-- grant--the message sent from the Accounting

Server to the

Authorization Server requesting authorization to

manufacture a single Item.

Detailed Description Text - DETX (83):

op.sub.-- grant.sub.-- failed--the message sent from the Accounting **Server**

to the Point of Sale station when an authorization request is denied by the

Authorization Server.

Detailed Description Text - DETX (91):

a01) The customer, as a prospective purchaser, enters the **store**, and

accesses one of a multitude of multimedia preview stations
1303, at a preview

subsystem 1302 as shown in FIG. 13. In this example, the preview station is

the Customer Premise. The customer inserts a membership card into a reader as

more fully explained for FIGS. 16, 17 and 28 and sets about previewing various

works. Through the touch screen panels provided as shown in part and by way of

example in FIGS. 18-27, the customer can choose to preview and listen to

certain works, or to listen to works while viewing an accompanying video. A

screen icon of a pair of headphones 2402, as seen in FIG. 24 and another icon

of a TV set 2404 are used to inform the customer of the availability of preview

materials. When the customer has made a purchase decision, commands at touch

pads 2406 or 2408, describing the format of the desired items, are entered on the touch screen.

Detailed Description Text - DETX (101):

media: compact disc or cassette tape.

Detailed Description Text - DETX (119):

b04) 'The Accounting Server 1304 sends an op.sub.-- grant message to the

Authorization Server 1312 of the Authorization Server

subsystem 1310 for each

Item in each Line Item. (Note: If this step is reached due

to a manufacturing failure c13 step, only the failing Items will have grant requests sent.)

Detailed Description Text - DETX (120):

b05) The <u>Authorization Server 1312 performs various</u> authorization checks on

each op.sub.-- grant message and returns an op.sub.-- approved or op.sub.--

denied message to indicate ok/not ok to manufacture that particular Item.

Detailed Description Text - DETX (128):

b07) If an item is rejected for any reason, an op.sub.-- denied message is

returned for that Item by the <u>Authorization Server</u> 1312 to the Accounting Server 1304.

Detailed Description Text - DETX (133):

b10) If there are more items in this Order, the Accounting <u>Server 1304 loops</u> back to Authorization Process step b07).

Detailed Description Text - DETX (143):

c07) In both manufacturing steps c04 and c06, the data being transferred may

be **encrypted** or compressed or both or neither. Before the data is actually

routed to the manufacturing machine such as machine 1318, 1320 or 1328, a

decryption and/or decompression step is likely necessary. The cryptographic

key needed for the decryption step may be contained in the original op.sub.--

approve message of Authorization Process step b11.

Detailed Description Paragraph Table - DETL (11):

[#]pragma pack(1) #define INCL.sub.-- DOSPROCESS #include <os2.h&qt;

```
#include <stdlib.h&qt;
                         #include <stdio.h&gt;
#include <string.h&gt;
#include <malloc.h&gt;
                         #include <memory.h&gt;
#include <ctype.h&gt;
#include <time.h&gt; #include &lt;commsys.h&gt; int
main(int argc, char
**argv); int DefMsgHandler(unsigned long dwSessionId,PMSG
pMsq); int
ExceptionHandler(unsigned long dwSessionId,PMSG pMsg);
MessageHandlerl(unsigned long dwSessionId, PMSG pMsg);
ClientHandlerl (unsigned long dwSessionId, PMSG pMsg);
#define OP.sub.--
REOUEST 1 100
               #define OP.sub.-- SERVICE1 200 int
main(int argc, char
**argv) int rc = 0, i, j; LISTHANDLE hList = 0;
LISTHANDLE hCList = 0; char
*p; unsigned long dwServerSessions[10]; unsigned long
dwClientSessions[10];
int nSSessions = 0; char szClientName[32]; int nCSessions
= 0; PMSG pMsg;
char szArg[32]; if (argc <3) [ printf("usage: SESSIONS
-cClient1 .Server1
-cCliene.Server2 - sServer1.Client?... .backslash.n");
DosBeep (1000, 100);
return(-1); | rc =
InitCommSystem(1,DefMsqHandler,ExceptionHandler); if (rc
?= SUCCESS) printf("Initializing Comm System
(%d).backslash..backslash.n",rc);
if (rc != SUCCESS) return(DosBeep(1000,100)); for (i = 1;
i < argc; i++)
[ strcpy(szArg,argv[i]); `) (szArg[0] == ` if
(toupper(szArg[1]) == `C`) [ p
= (char *) strchr(szArg, `.`); if (p == 0) [
printf("Invalid command line
argument.backslash.n.backslash.n");
`.backslash.0`; strcpy(szClientName,&szArg[2]); *p = `.`;
 rc =
RegisterLocalName(0,szClientName); if (rc != SUCCESS)
printf("Registering %s
(%d).backslash.n",szClientName,rc); if (rc != SUCCESS)
return(DosBeep(1000,100));  ] else if (toupper(szArg[1]) ==
S) = (char)
*) strchr(szArg,`.`); if (p == 0) [ printf("Invalid
command line
argument.backslash.n.backslash.");
```

```
`.backslash.0`; strcpy(szClientName,&szArg[2]); *p = `.`;
 rc =
RegisterLocalName(0,szClientName); if (rc != SUCCESS)
printf("Registering %s
(%d).backslash.", &sArg[2],rc); if (rc != SUCCESS)
return(DosBeep(1000,100));
] ] rc = CreateMessageHandlerList(&hList); if (rc !=
SUCCESS)
printf("Creating message handler list
(%d).backslash.n",rc); if (rc !=
SUCCESS)
        return(DosBeep(1000,100)); rc =
InstallMessageHandler(hList,OP.sub.--
REQUEST1, MessageHandler1); if (rc !=
SUCCBSS) printf("Installing message handler 1
(%d).backslash.n",rc); if (rc
!= SUCCESS) return(DosBeep(1000,100)); rc =
RegisterDefaultMessageHandler(hList,0); if (rc != SUCCESS)
printf("Registering default message handler 1
(%d).backslash.n",rc); if (rc !=
SUCCESS) return(DosBeep(1000,100)); rc =
RegisterExceptionHandler(hList,0);
if (rc != SUCCESS) printf("Registering default exception
handler 1
(%d).backslash.n",rc); if (rc != SUCCESS)
return(DosBeep(1000,100)); //
Create local server sessions for (i = 1; i < argc; i++)
strcpy(szArg,argv[i]); `) (szArg[0] == ` [ if
(toupper(szArg[1]) == `S`) [ p
= (char *) strchr(sZArg, `.`); if (p == 0) [
printf("Invalid command line
argument.backslash.n.backslash."); 2
`.backslash.0`; rc = CreateServerSession( &sZArg[2],p+1
, hList, &dwServerSessions[nSSessions++]); *p = `.`; if (rc
!= SUCCESS)
printf("Creating %s session (result = %d), session
(%ld) .backslash.n", szArq, rc, dwServerSessions[nSSessions-1])
 if (rc !=
SUCCESS) return(DosBeep(1000,100)); | | rc =
CreateMessageHandlerList(&hCList); if (rc != SUCCESS)
printf("Creating client
message handler list (%d).backslash.n"rc); if (rc !=
SUCCESS)
return(DosBeep(1000,100)); rc =
InstallMessageHandler(hCList OP.sub.--
SERVICE1, ClientHandler1); if (rc != SUCCESS)
```

```
printf("Installing client
message handler 1 (%d).backslash.n",rc); if (rc !=
SUCCESS)
return(DosBeep(1000,100)); rc =
RegisterDefaultMessageHandler(hCList,0); if
(rc != SUCCESS) printf("Registering client default message
handler 1
(%d).backslash.n",rc) ; if (rc != SUCCESS)
return(DosBeep(1000,100)); rc =
RegisterExceptionHandler(hcList,0); if (rc != SUCCESS)
printf("Registering
client default exception handler 1 (%d).backslash.n",r c);
 if (rc != SUCCESS)
return(DosBeep(1000,100));
printf(".backslash.n.backslash.nSystem properly
initialized. Press any key to connect "); fflush(stdout);
 getchar();
printf(".backslash.n"); // Connect to remote servers for
(i = 1; i \& lt; argc;
i++) [ strcpy(szArg,argv[i]); `) (szArg[0] == ` [ if
(toupper(szArg[1]) ==
`C`) [ p = (char *) strchr(szArg,`.`); if (<math>p == 0) [
printf("Invalid command
line argument.backslash.n.backslash.n"); 7
`.backslash.0`; strcpy(szClientName,&szArg[2]); rc =
ClientConnect(szClientName,p+1,hCList,
&dwClientSessions[nCSessions++]); *p
= `.`; printf("Connecting with server %s (result = %d),
session
(%1d).backslash.n",p+1 ,rc,dwClientSessions[nCSessions-1]);
 if (rc != SUCCESS)
return(DosBeep(1000,100)); ] ] j = 0; while (1) [ for
(i = 0; i \& lt;
nCSessions; i++) [ printf("Sending OP#REQUEST1 to session
%1d....backslash.n",dwClientSessions[i]); rc =
DispatchNetMsg(1); rc =
SendNetMessage(dwClientSessions[i],OP#REQUEST1,0,0,0); if
(rc != SUCCESS)
                ſ
while (rc == ERROR CONNECT.sub.-- IN.sub.-- PROCESS) [
DispatchNetMsq(1);
= SendNetMessage(dwClientSessions[i],OP#REQUEST1,0,0,0);
] ] ] return(0);
int MessageHandler1(unsigned long dwSessionId, PMSG pMsg)
printf("OP#REQUEST1 arrived (session %ld)
.gradient.n", dwSessionId);
```

```
pMsq-&qt;dwOpCode = OP.sub.-- SERVICE1;
pMsq-&qt;dwSequence = 2;
pMsg->dwFlags = 0; pMsg->dwBuffLen = 0; rc =
SendNetMessage(dwSessionId,OP.sub.-- SERVICE1,0,0,0);
printf("Sending
OP.sub.-- SERVICE1 (%d).backslash.n",rc); if (rc !=
SUCCESS) [ while (rc ==
ERROR.sub.-- CONNECT.sub.-- IN.sub.-- PROCESS)
DispatchNetMsg(0); rc =
SendNetMessage(dwSessionID,OP.sub.-- SERVICE1,0,0,0); ] ]
return(rc); ] int
DefMsqHandler(unsigned long dwSessionId, PMSG pMsq) [
return(0); ] int
ExceptionHandler(unsigned long dwSessionId, PMSG pMsg) [
return(0); ] int
ClientHandler1 (unsigned long dwSessionId, PMSG pMsg) [
printf(" OP.sub.--
SERVICE1 arrived (session %ld).backslash.n",dwSessionId );
return(0); ]
```

Claims Text - CLTX (13):

4. The method for providing media with information which information is

processed for subsequent playback, as defined in claim 1 wherein the step of

 $\frac{\textbf{storing}}{\textbf{location}} \; \frac{\textbf{information}}{\textbf{location}} \; \text{in a source library at a first}$

encrypted and compressed digital $\underline{\text{information}}$ and further comprising the step of

at said other location and providing the manufacturing devices with the

decrypted and decompressed portions of the digital information for

incorporation on the media.

Claims Text - CLTX (17):

6. The method of claim 1, wherein the step of transferring each accessed

portion of the digital <u>information</u> to a respective manufacturing device

comprises applying each <u>accessed</u> portion to the communications network via the

multiplexing means at the first location at a $\underline{\text{data}}$ rate required to faithfully

<u>reproduce</u> each respective <u>accessed</u> portion on a respective medium in a manner adapted for **playback**.

Claims Text - CLTX (21):

storing digital information at a first location in a
source library
comprised of direct access storage means for immediate
access to segments of

the information independent of their location in storage;

Claims Text - CLTX (34):

9. The method of claim 8, wherein the step of transmitting the ATM cells of each accessed identified portion in sequence to a second location occurs at a data rate required to faithfully reproduce a respective identified portion on a respective medium in a manner adapted for playback.

Claims Text - CLTX (37):

means for storing original audio/video
recordings in digital form
in a source library comprised of direct access storage
means for immediate
access to segments of the recordings independent of their location in storage;

Claims Text - CLTX (38):

data <u>server apparatus for accessing</u> the recordings in the library in response to requests; and

Claims Text - CLTX (54):

means for <u>storing content data</u> in digital form in a source library comprised of direct <u>access storage</u> means for immediate <u>access</u> to segments of the <u>content</u> data independent of their location in storage;

Claims Text - CLTX (55):

data **server apparatus for accessing** content data in the library in response to requests; and

Claims Text - CLTX (78):

15. The method defined in claim 14, wherein the step of storing multimedia

information in digital form in a source library at a first location stores

encrypted and compressed digital <u>information</u> and further comprising the step of

decrypting and decompressing the $\underline{accessed}$ portions of the digital information

at said other location, and providing the utilization devices with the

decrypted and decompressed portions of the digital information.

Claims Text - CLTX (80):

storing multimedia information in digital form at a
first location in a
source library comprised of direct access storage means for
immediate access to
segments of the information independent of their location
in storage;

Claims Text - CLTX (94):

means for storing original audio/video
recordings in digital form
in a source library comprised of direct access storage
means for immediate
access to segments of the recordings independent of their location in storage;

Claims Text - CLTX (95):

data **server apparatus for concurrently accessing** the same and different ones of the recordings in the library in response to requests; and

Claims Text - CLTX (110):

means for <u>storing multimedia</u> recordings in digital form in a source library comprised of direct <u>access storage</u> means for immediate <u>access</u> to segments of the recordings independent of their location in <u>storage</u>;

Claims Text - CLTX (111):

data <u>server apparatus for accessing</u> the recordings in the library in response to requests; and